CRAZY TOY







The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safety reasons.

• The following suggestions should be adhered to:

WARNING Disregarding could result in serious injury.

CAUTION Disregarding could result in injury or product damage.

• The following graphic suggestions describe the types of precautions to be followed.



Indicates a matter which must be performed.

• Precautions to be followed:

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

• A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist

• An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

WARNING	A CAUTION		
 Be sure to consult an industry specialist when setting up, moving or transporting this product. This product should not be set up, moved or transported by any one other than an industry specialist. 	Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.		
 When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident. 	Be sure to use the attached power cord.		
 When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged. 	Never plug more than one cord at a time into the electrical receptacle.		
The machine for indoor usage only does not install outside.	Do not lay the power cord where people Solution walk through.		
Do not set the game machine up near emergency exits.	Be sure to ground this product.		
Protect the game machine from:	Do not exert excessive force when moving the machine.		
 Direct suffigure. Direct heat from air-conditioning and heating equipment, etc Hazardous flammable substances. Otherwise an accident or malfunction may result. 	For proper ventilation, keep the game machine 100 mm(4") away from the walls.		
Do not place containers holding chemicals or water on or near the game machine.	Do not alter the system related dipswitch settings.		
Do not place objects near the ventilating holes.			
Do not bend the power cord by force or place heavy objects on it.			
Never plug or unplug the power cord with wet hands.			
Never unplug the game machine by pulling the over cord.			





Les consignes de sécurité suivantes sont données dans ce manuel. Elles doivent être strictement suivies pour protéger ceux qui les installent. Utiliser ou entretenir ce produit pour la sécurité des utilisateurs, des visiteurs et des biens.

Pour des raisons de sécurité. • Les suggestions suivantes doivent être respectées:

ATTENTION Le non-respect peut entraîner des blessures graves.

A PRUDENCE

Le non-respect peut entraîner des blessures ou des dommages au produit.

· Les suggestions graphiques suivantes décrivent les types de précautions à prendre.

A Indique qu'attention est requise. Solution State State

Indique que quelque chose doit être effectuée.

Les précautions à prendre :

Certaines procédures exigent une personne de maintenance qualifiée en atelier ou un spécialiste de l'industrie. Pour ces instructions, une personne qualifiée doit prendre soin des travaux.

• Sinon, un choc électrique, un dysfonctionnement de la machine, ou un accident grave peut en résulter.

 Remplacement des pièces de machines, l'inspection et la maintenance des machines, et le dépannage doit être attribué qu'à une personne de maintenance qualifiée en atelier ou spécialiste de l'industrie. Cette brochure donne des instructions que les emplois dangereux, en particulier, doivent être traités par un spécialiste de l'industrie. La personne de maintenance qualifiée en atelier et le spécialiste de l'industrie sont définis comme suit.

La personne de maintenance qualifiée en atelier

• Un personnel de service doit avoir de l'expérience dans les opérations de machines de jeux. Le personnel est responsable pour l'assemblage, l'installation, l'inspection et l'entretien de la machine.

Le spécialiste de l'industrie

Un spécialiste de l'industrie doit être engagé dans la conception, la fabrication, l'inspection et l'entretien des appareils d'amusement.

Il ou elle doit avoir une formation en génie électrique, électronique et mécanique, et de maintenir régulièrement et de réparer les appareils d'amusement.







When you go to the installation location

- 1. Turn off the power switch.
- 2. Unplug the power cord.
- 3. Release the caster stoppers at the front two locations of the cabinet.
- 4. Slowly move this product to the location where you want to install it.
- 5. After the movement is complete, secure the caster with two stoppers in front of the cabinet.
- 6. Make sure that the power switch of this product is set to power off and plug the power cord.
- 7. Make sure there are no people around this product while you're on the move.

Operation and test mode

How to enter Menu: After the system booting process is finished, press and hold the settings button for 5 seconds before entering the Menu settings.

- * Note1 : When the machine is not in play, and press the settings button to enter the Menu settings.
- * Note2 : Playing the game using the service button does not count into the payout rate.
- * Note3 : Any changes made to the settings in the MENU SETTING are automatically saved.

After entering the Menu settings, the following functions

1.Basic Setting

2.Func Setting(Function Setting)

- 3.Test Mode
- 4.Bookkeepping.
- 5.Factory Set (Factory Setting)

Back : exit

Menu Setting 1.Basic Setting 2.Func Setting 3.Test Mode Menu Setting 4.BookKeeping 5.Factory Set Back

* Parameter setting adjustment method: After entering the root directory, use the joystick to select the option that needs to be modified up and down, and press the button to confirm entry. Then use the joystick to adjust the parameters left and right, press the button to confirm and return to the previous menu

The following is a detailed introduction to the functions and Base setting of each Options



- 1. Basic Setting : Move the joystick & press the button to Enter the next Menu.
 - 1) Demo Music

Demo music setting parameter range : OFF, 0-30 minutes default setting: 1 Min.



2) Sky Catch

Optional [ON] or [OFF]

Default setting: ON

Option function: To catch a doll during the game, press the button and press the button again to raise the claw Before reaching the doll.

* If the Option is "ON", when the claw descends, press the grab button and the claw will close immediately.
* It is recommended not to turn on this option, as it may cause the grab button to be accidentally trigger during the game, causing the claw to close without touching the doll, thereby introduces ability grabbing the prizes.



3) Crane Middle

Optional [ON] or [OFF]

Default setting: OFF

Option function: When the machine is in a playable state, the claws will automatically move to the middle position.



4) Coin Keep

Optional [ON] or [OFF]

Default setting : ON

Option function : Even if the product is reset or the power is turned on or off, the number of coins entered is remained.



5)Prize Keep(Play times Counter keep)

Optional [ON] or [OFF]

Default setting : ON

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Option function : Sets whether the previous chance is remained when the machine is restarted.

- ON : If the machine is restarted after 5 failures when the chance is 1/10th, it will succeed on 5 attempts.
- OFF: If the chance is 1/10th, even if the machine is restarted after 5 failures, it will succeed on 10attempts.



6) Free Play Mode

Optional [YES] or [NO]

Default setting: NO

Option function: You can continue to play games without entering credit.

Free	Play Mode
-\$	NO Adjust Confirm

7) FR Prize Exit

Optional [Front] or [Rear] Default setting : Front Option function : Sets whether the gift outlet is in front or behind.

* This functionality is dependent on the cabinet when the product is shipped and should not be changed arbitrarily.

FR Prize	Exit
Exit:	Front
🗘 🛛 Ad	ljust
🗘 🗠	onfirm

8) LR Prize Exit
 Optional [Left] or [Right]
 Default setting : Left
 Option function : Sets whether the gift outlet is on the left or right.

* This functionality is dependent on the cabinet when the product is shipped and should not be changed arbitrarily.



9) Music Select :

Background music can be specified

Optional Range 1 ~ 3

Default setting : 1

Option function : There are three types of background music settings available.



2. Func Setting(Function Setting) : Move the joystick & Press the button to confirm and enter the next level menu.

1) Coin & Play

Parameter range: 1-99 coins per play/1-9 plays per coin.

default setting : 1 Coin per 1 Play

Option function : You can set the number of plays per coin.



2) Bill & Play

Parameter range: 1-99 Bills per game/1-9 plays per Bill default setting: 1Bill per 1 Play

Option function : You can set the number of plays per bill.



3) Game Time

Parameter range: 1-60 seconds default setting : 30 seconds Option function : You can set the game play time.



4) Payout Mode

Move the joystick & Press the button to confirm Option function : You can set the Payout and select only one of the four modes.

4-1) Fix Mode : Controls winning chance according to the Payout Setting.

For example, if the Payout Setting is 10, you have a winning chance at the 10th play(Skill). If you fail 10 times, you will have a winning chance until you succeed (Skill), and if you succeed at 13th times, the machine controls the chance again and you will have a winning chance again at 20th times.

4-2) Random Mode : It has the same function as Fix Mode, but the timing of winning chance is random. The success period is random, but the winning chance is remained.

4-3) Vending Mode : You have to put in the set number of coins at once to continue the game and you can play until the prize is released. (You can set the number of challenge.)



5) Payout Setting



Option function : You can set the payout.

5-1) Payout.

Parameter range : 1-200 plays default setting : 10 plays

Option function : You can set up Payout in fixed mode and random mode.

Ex) When set to 10 Plays, the winning chance is 10%.

* Higher numbers result in lower payouts.



5-2) Compensation

Optional [YES] or [NO]

Default setting : YES

Option function : Compensate Over Pay.(to compensate for success even though the force of the claw is Reduced to control the chance)

YES : Keep pushing until chance control. (SKILL game is possible until success) NO : Even if you fail after playing the SKILL game, you will proceed with chance control. (You can take the Payout low)

* Only applied in Fixed Mode and Random Mode.



5-3) Vending Set (Vending Challenge)

Option function : you can set the number of challenges of Vending Mode. Challenge Range : 0 ~ 200 Plays Default setting : 10 Plays



5-4)Advance(Advance Setting)

Option function : You can set how to compensate for Payout when Over Pay or Under Pay.

Advance 1.FixToClear 2.Random Prize Back

5-4-1)Fixed to clear

Optional [YES] or [NO]

Default setting: NO

Option function : Regardless of probability control, you can play a Skill Game at the scheduled number of probability controls after winning, regardless of the number of attempts. Available when Over Pay.

Example: Although Payout is set to 10, if you win at 5th time, you can not play Skill Game until 14th time and you can play Skill Game at 20th time.



5-4-2)Random Prize

Parameter range : OFF/ 1st to 200th play (1 ~ 200 play)

default setting : OFF

Option function : Regardless of the chance, you can play SKILL games without controlling the chance at Regular intervals. Available on Under Pay.

Example: If the parameter range is 25, you can play Skill Game without chance control every 25 times.



6) Catch Voltage (Voltage Setting)

Option function : Sets the required claw drive voltage for chance control.



6-1) Auto Set: automatic detection and setting of claw force

[How To Auto Set]

- 1) Grab the prize you want to use with the claw and press the button.
- 2) Prizes must be grabbed in the most difficult condition to fall. For example, in the case of dolls, it is easy to fall off if they are grabbed by the head, so there is a high possibility of Over Pay.
- 3) Check the LCD window to see the voltage decrease.
- 4) Press the button the moment the prize falls to set the failure reference voltage.
- * Manu Set is recommended because the reference voltage setting of Auto Set is not clear.

6-2) Menu Set: Manually adjust the reference voltage.



Manu Setting 4.Winning Grab 5.Weak Time 6.Weak Delay

6-2-1) Strong Grab (Strong claw force setting)

Parameter range: 0-48V default setting: 40V

Option function :Sets the force (voltage) of the claw to grab the prize.



6-2-2) Middle Grab(Middle claw force setting)

Parameter range: 0-48V

default setting: 13V

Option function : Sets the force (voltage) for the claw to grab and raise the prize. Sets the voltage when the prize falls naturally.



6-2-3) Weak Grab(Weak claw force setting) Parameter range: 0-48V

default setting: 10V

Option function : The claw grabs the prize and raises it, and set the force (voltage) when moving.



6-2-4) Winning Grab(Winning claw force setting) Parameter range : 0-48V default setting : 46V

Option function : Sets the force (voltage) on success.



6-2-5) Weak Time(Weak Claw Force Time)

Parameter range: 0-1.5 Seconds

default setting: 0.3 seconds

Option function :Time for claw to grab and raise prizes and maintain the Weak voltage on the move. Match the time the prize falls.



6-2-6) Strong Time(Strong claw force time)Parameter range: 0-3.0 Secondsdefault setting: 1.1 secondsOption function :Time for claw grabs prizes.



* These settings are important for the operation of the crane game and should be optimized according to the actual situation.

* Adjusting the power of the crane is very important for the operation of the game machine, so the feeling of grabbing is transmitted to the user, so please refer to the table.

ltem	Note	Strength	Voltage	Doll specifications
Strong Grab	The voltage of grasping with claws	Strong	35V	5~7 inch gif t
Middle Grab	The voltage at which the claw reaches its highest point after grabbing an obj ect	Middle	17V	5~7 inch gif t
Weak Grab	The voltage to return to the origin aft er reaching the top of the claw	Weak	13V	5~7 inch gif t
Winnin g Grab	Send the big grip authority game, the strength of the claws throughout the game	Super strong	45V	5~7 inch gif t

* Note 1: The default grab force is generally taken as an example for 5-7 inch dolls, with dolls weighing between 80 and 160g.

- * Note 2: There are many different types of prizes, so you need to find the optimal force setting through repeated tests during actual operation.
- * Note 3: In general situations, the force setting is important in the order winning > strong > middle > weak. Of course, everything is important, but the power of the winning grab is the most important.
- 7) Rope Length

Parameter range: 1-30

default setting: 8

Option function : Adjust the length of the string the claw can go down according to the stack of prizes. Typically, you set the length to the extent that you can grab the prize at the bottom.

* When playing, the height at which the claw descends upon clicking the button.



8) Motor Speed (Motor Setting)

Press the button to confirm entering the next menu level.

Option function : This function is provided to customers who want to move their motors differently. It is usually recommended to operate the machine without changing the setting.



8-1) FR Motor (Front and rear motors)

Speed range for claw movement: 1-10

default setting: 4

Option function : Adjust the front and back movement speed of the claw.



8-2)LR Motor(Left and right motors)

Speed range for claw left and right movement: 1-10

default setting: 4

Option function: Adjust the left and right movement speed of the claw.



8-3) UD Motor(Up and down motor)

The speed range for claw up and down movement: 1-10 default setting: 10

Option function : Adjust the speed at which the claw is raised.



* All motor speeds can be selected from 1-10, and the larger the number, the faster the crane moves

9) Fixed Drop

* Set where the prize falls in case of failure

* The coordinates are set based on the motor's movement time, so if the motor speed is changed, the Limited Drop must also be modified.

* When the claw is within the range of the gift drop zone, the claw force becomes weaker



9-1) FR Distance

Distance range for claw movement:0-50 default setting: 30 Option function: Set the coordinates of the front and back where the prize falls in case of failure.

9-2) LR Distance

Distance range for claw movement : 0-80 default setting: 30

10) Top Time

Option function :Sets the vertex residence time after the claw is raised. During that time, maintain the main middle claw force when you raise it,

Parameter range: 0-2.50 seconds default setting: 0.01 seconds



3 .Test mode

Move the joystick &Press the button to confirm entering the next menu level. You can check the quality and function of each part.



1) Aging test(Factory aging test mode) : press the button to confirm, Immediately test automatically and display the number of test cycles. Move the claw to the front left => front right => center and raise it to the rear and repeat it indefinitely until the button is pressed.

Testing	
Times:0	

2) LCD test: used to test whether the LCD is normal. After the test is completed, you can press the button to exit this item. If the letter "E" does not appear to be correct, determine that the LCD is defective.

3) Sound test : used to test whether the sound is normal. After the test is completed, you can press the grab button to exit this item. $(1 \sim 11)$



4) Coin & Bill test : used to test whether the coin & Bill dispenser is working properly. After the test is completed, you can press the button to exit this item.



5) Button test: used to test whether the keys are normal. After the test is completed, you can press the button for a long time to exit this item.



6) Joystick test: test whether the joystick is normal. After the test is completed, you can press the button for a long time to exit this item. Depending on the movement of the joystick, you can view the switch position information of Up, Down, Left, and Right through the LCD window.

JoyStick Test Move JoyStick					
Right : OFF					

7) Motion test : test whether the claw movement is normal. After the test is completed, you can press the button for a long time to exit this item. You can check the movement of the claw by moving the joystick.



8) Sensor test: test whether the gift sensor is normal. After the test is completed, you can press the button to exit this item. The number goes up one by one when the outlet sensor is recognized.



4. Bookkeeping : Press the button to confirm entering the next menu level



1-1) Total Data : total number of coins inserted and total number of awards.



1-2) Current Data : The current number of coins inserted and the current number of awards dispensed



1-3) Overview (Probability settlement): The probability settlement of the current award. Indicates the number of prize out compared to the number of input coins.



2) Clear Data

Optional [YES] or [NO]

Default : NO

Selecting Yes keeps the bookkeeping data and resets all accumulated chances, current credits, and the number of prize out.



3) Factory Setting
Optional [YES] or [NO]
Default: NO
* When the machine malfunction cannot be eliminated, enter this function to attempt a system reset.

- * After using this function, all parameters will be restored to their default values. Please reset them to the required values according to actual needs.
- * The manually entered portion of the data must be reset, otherwise it may be over payout.
- * Everything including bookkeeping will be cleared to be the same as the product when shipped from the factory.

Factory Setting		CONFIRM
NO O Adjust O Confirm	YES	DISCARD
Successful		
Waiting Exit		

Maintenance and repair

Even products that work normally can cause abnormalities if used for a long time.

Please conduct daily maintenance checks on the following items so that the product can be used for a long time.

- ♦ Check that the screws holding the unit or part are not loosened or pulled out.
- ♦ Make sure the power plug is not loose or missing.
- ♦ Make sure that the connector is not loose, and that the pin is not loose.
- ♦ Sensor Check

Does the actuator (operating part) of the micro switch etc. move smoothly without contacting the surrounding parts?

Also, make sure there are no abnormalities such as bending.

Make sure there are no problems with soldering the connection terminals and wiring.

Make sure the installation screws are not loose.

Coin Selector Maintenance

Please clean the coin selector when there is a problem with regular maintenance or coin input.

If the selector is clogged with coins, wipe off the dust with a dry cloth and use it. Do not grease the selector. This may cause failure.

Cleaning the Acrylic Resin Part

Where acrylic resin is used, spray water with an appropriate amount of neutral detergent and wipe it with a soft cloth.

(Use of alcohol disinfection, etc. may cause distortion, whitening, and damage.)

Error code and how to solve it

Error code	Description				
	Problem) DOWN_LIMIT_SW is ON and does not change.				
	Failure of one of the following				
Error 01	① DOWN LIMIT SWITCH				
	 Up/Down Motor 				
	③ MAIN PCB				
	④ Power				
	⑤ Harness				
	Problem) There is no change with the prize sensor on.				
	Make sure the prize isn't blocked. If the prize isn't blocked, then one of the following.				
	 Poor sensitivity adjustment of prize sensor 				
Error 02	 Prize sensors problem 				
	③ Prize sensor PCB				
	④ MAIN PCB				
	5 Power				
	6 Harness				
	Problem) There is no change with UP_LIMIT_SW on.				
	Failure of one of the following				
Error 03	① UP LIMIT SWITCH				
	 Up/Down motor 				
	③ MAIN PCB				
	④ Power				
	⑤ Harness				
	Problem) There is no change with FRONT_LIMIT_SW on.				
	Failure of one of the following				
Error 04	① FRONT LIMIT SWITCH problem				
	② Front/Back Motor				
	③ MAIN PCB				
	④ Power				
	⑤ Harness				
	Problem) There is no change with BACK_LIMIT_SW on.				
	Failure of one of the following				
Error 05	 BACK LIMIT SWITCH 				
	 Front/Back Motor 				
	③ MAIN PCB				
	④ Power				
	(5) Harness				
	Problem) There is no change with LEFT_LIMIT_SW on.				
	Failure of one of the following				
Error 06	1 LEFT LIMIT SWITCH				
	2 Left/Right Motor				
	3 MAIN PCB				
	(4) Power				
	(5) Harness				
Error 07	Coin jam				

Error code	Description		
	Problem) There is no change with BACK_LIMIT_SW on.		
	Failure of one of the following		
F 00	① BACK LIMIT SWITCH		
EITOLOS	② Front/Back Motor		
	③ MAIN PCB		
	④ Power		
Error 10	Problem) Error saving parameter backup		
	MAIN PCB defect if the problem is		
	repeated		
Error 11	Problem) Error reading parameters		
	MAIN PCB defect if the problem is repeated		
Error 12	Problem) Error saving system DATA		
	MAIN PCB defect if the problem is repeated		
Error 13	Problem) Error reading system DATA		
	MAIN PCB defect if the problem is repeated		
Error 14	Problem) Error saving system DATA backup		
	MAIN PCB defect if the problem is repeated		
Error 15	Problem) Error saving parameter		
	MAIN PCB defect if the problem is repeated		
Error 16	Problem) Error validating system DATA		
	MAIN PCB defect if the problem is		
	repeated		
Error 17	Problem) Error validating system DATA backup		
	MAIN PCB defect if the problem is repeated		

Remark) How to check MOTOR operation

In case you move the arm mechanism by hand to the center of the field and turn it off and then the arm mechanism does not return to its initial position after power-up,

Check following MOTOR > MAIN PCB > Power supply > Harness

If ARM doesn't go down

Please check again after setting Air Catching to OFF.

Replacement of key parts

1) CLAW

Step 1] Power off the product.

Step 2]Remove the screws \bigcirc (3 places) on the ARM Ass'y.

Step 3]Remove the CLAW.

Step 4]After replacing with a new CLAW, tighten and secure the +screw (3 positions) in the reverse order of [Step1].





2) ARM Ass'y

Step 1] Power off the product.

Step 2] Disconnect the connector of the arm Ass'y harness.

Step 3] Loosen the screws (2 EA) of the fixing bracket inside the arm Ass'y, and remove the bracket.

Step 4] Lift the arm Ass'y and rotate it slightly, removing it from the rail.

Step 5] Place the new arm Ass'y on the rail in the reverse order of [Step 3] and install the fixing bracket. Step 6] Connect to the connector that you disconnected from .







- 3) Main PCB
 - Step 1] Open the maintenance door at the bottom of the front of the cabinet.
 - Step 2] Power off the cabinet.
 - Step 3] Disconnect (remove) the harness (connector) connected to the main PCB.
 - Step 4] Remove the screws (4 EA) holding the main PCB and take out the main PCB.
 - Step 5] Install the new main PCB in reverse order of [Step 4].
 - Step 6] Connect the harness (connector) to the main PCB disconnected from [Step 3].





4) String Step 1]Power off the cabinet.

Step 2] Loosen the fixing screws (4 places) on the metal cover of the arm Ass'y and remove the metal cover.

- Step 3] Loosen the screws (3 EA) securing the arm cap, and remove the CLAW.
- Step 4] Cut the knot of the old string and separate the arm cap.

Step 5] Remove the arm strings from the upper roller side.

Step 6] As opposed to [step 5], insert a new arm string into the hole in the top roller.

- Step 7] Strings are tied in the order of the picture, and ends are tied through holes in the arm cap at the end.
- Step 8] Install CLAW in reverse order of [Step 3].
- Step 9] Fix metal cover in reverse order of [Step 2].
- Step 10] When you turn on the power, the arm string is wound to enable play.









Remove arm string.



5) How to connect button panel



1 hand bolt and 3 normal bolts are used.

6) How to adjust sensor

If the sensor error continues, reduce the amount of sensor light by turning the volume counterclockwise

as shown in Picture 1.

If the prize is not recognized, turn the volume clockwise to increase the amount of sensor light.

[Example]

Step 1] Enter the sensor test mode. (see (8) Sensor Test in 3.Test Mode in the manual.)

- Step 2] Minimize sensor sensitivity (set volume counterclockwise as much as possible) and check whether it is recognized by putting the hand in and away from the black sheet on the other side of the sensor. (Caution: Make sure your palm is as close to the black sheet as possible)
- Step 3] If the sensor is not recognized, the volume adjustment is stopped as soon as it is recognized while increasing the sensor volume little by little (turn the volume clockwise).
- Step 4] Drop the prize you want to use at the center and four corners of the prize outlet to check whether it is recognized or not.
- Step 5] If it is not recognized normally in the process of Step 4, increase the sensor volume little by little and repeat the task of [Step 4].



[The position of Sensor volume]



[Step 2]



[Step 4]

Wiring diagram





Crazy Toy AS Part List & Code Number

NO	Code Name	Part Name	Specification	
1	MCRA0PAR001	CRANE WIRE	MODEL 700	
2	MCRA0PAR002	CRANE GEAR	MODEL 700	
3	MCRA0PAR003	MICRO SWITCH	MODEL 700	
4	MCRA0PAR004	FUSE	125V/10A 6 * 30	
5	MCRA0PAR005	KEY MODEL 006	For Door	
6	MCRA0PAR013	KEY MODEL 005	For Coin Box	
7	MCRA0PAR006	SENSOR	IR SENSOR	
8	MCRA0PAR007	BUTTON PANEL LCD	12864 Monochrome LCD	
9	MCRA0PAR008	MAIN PCB	V 1.0	
10	MCRA0PAR009	JOYSTIC	CY-EPC Dark Green	
11	MCRA0PAR010	BUTTON	70 Silvering	
12	MCRA0PAR011	SMPS	WM-WAWA	
13	MCRA0PAR012	LAMP SMPS	WM-RS250-12	
14	MCRA0PAR020	STANDARD CLAW	M Claw Length:140 mm	
15	MCRA0PAR021	COIL FOR STANDARD CLAW	M type Coil	

	0		-	
MCRA0PAR001	MCRA0PAR002	MCRA0PAR003	MCRA0PAR004	MCRA0PAR005
MCRA0PAR013	MCRA0PAR006	MCRA0PAR007	MCRA0PAR008	MCRA0PAR009
MCRA0PAR010	MCRA0PAR011	MCRA0PAR012	MCRA0PAR020	MCRA0PAR021